

# Structs

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- A struct is a **collection of key->value** pairs;
- A struct introduces a **new complex data** type, that is composed of elementary data types;
- **Structs are used to represent a singular thing that has properties** such as a Car, a Person, a Request and so on and we use **mappings to represent a collection of things** like a collection of Cars, Requests etc;
- A struct is **saved in storage** and if declared inside a function it references storage by default;

## Exemple:

```
struct Car{  
    string brand;  
    uint price;  
}
```

# Enums

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- Enums are used to create user-defined types;
- Enums are explicitly convertible to and from integer;
- Enums are user defined types that contain human readable names for a set of constants, called **members**.

## Example:

```
enum State {Open, Closed, Active, Unknown}
```

```
State public academyState = State.Active;
```